

# CLERICS

## CLERICS IN-WORLD

Clerics are the power of faith and the gods manifest, those who divine the purposes of the Powers and act most directly to serve them. The magic of clerics is not, however, bestowed by those Powers; it is drawn from them, as water from a well, by worshipers whose spirits are firmly accorded with the portfolios those gods claim, an alignment that grows deeper through service and devotion.

Most clerics will provide some degree of tribute and worship to a wide variety deities, even those directly opposed to their own; all folk live in the shadow of the gods, after all, and as those best-equipped with the knowledge to placate them, clerics take on a measure of responsibility for any divine wrath they fail to avert.

Those aligned with domains related to communal efforts, such as cultivation, destruction, justice, and war will tend to link together in organized, widespread networks, developing some form of dogma to guide burgeoning clerics toward greater accord; such clerics will typically be referred to by titles that connote their hierarchical position or function within their religious organization, such as Acolyte, Curate, Deacon, Elder, Minister, Rector, Shepherd, or Speaker.

Clerics devoted to more individualistic or universal domains, on the other hand, such as Beauty, Loss, Magic, Mercy, Nature, or Trickery, will more commonly seek their own path to accord or develop through direct apprenticeship to a more powerful cleric. These sorts of clerics will more commonly be referred to by titles that refer to the degree of insight they have achieved into the deeper mysteries of their domain or their unique connection with their god, such as Chosen, Hierophant, Grammary, Oracle, Prophet, Miracle-Worker, Mystic, Sage, or Seer.

#	Name	Trait	Ritual
1	Alradi	Patchy beard, face burned by dragon fire.	Gathers a measure of earth from each place they visit
2	Crosce	Steals cuttings from strangers' gardens	Tattoos sigils of peace and safe passage on the dead, friend or foe
3	Dismas	Armor bedecked with scriptural parchment seals	Dons masks carved in the likeness of the dead to commune with them
4	Feston	Knits clothing for dolls and house-fey	Fasts for 24 hours before spending money
5	Hugh	Collects butterfly wings	Ensures wounds that they heal leave scars
6	Logna	Branded exile	Won't lie during daylight hours
7	Sennet	Suppressing a minor demonic possession	Carries a heavy stone at all times
8	Vaugh	Backpack full of foraged plants, some of them poisonous	Will stop what they are doing to cook for anyone that is hungry

**CODESPELL CLERIC**  
MANUEL CASTAÑÓN



## GREATER POWERS OF FAERUN

#	Name	Domains	Epithets
1	Chuntaea	Cultivation, Life, Growth	All-Shaper, Earthmother, Good-Gardener, Seed Sower
2	Cyric	Madness, Strife, Trickery	Fateless, Mad-One, Many-Speaker, Ruiner
3	Lathander	Creation, Dawn, Potential, Renewal	First-Mover, Morninglord, Waker, Wound-Blind
4	Mystra	Magic, Mystery	Midnight, Sage in Silver, Undiminished-One
5	Oghma	Knowledge, Memory, Speech	All-Knower, Binder, Fair-Speaker, Name-Maker
6	Shar	Loss, Night	Dark Dancer, Lady of Loss, Neverseen, Nightsinger
7	Sune	Beauty, Love, Obsession	Deporter, Dreamdrinker, Enrapturer, Lady of Flame
8	Talos	Destruction, Disaster, Storms, Vengeance	Curse-Eyed, Heartlaugh, Stormlord, Unmaker
9	Tempus	Civilization, Courage, War, Victory	Foehammer, Friend-Taker, Shield-Shaker, Unsated-One
10	Tyr	Fealty, Justice, Revelation, Steel	Cost-Counter, Even-Handed, King of Burdens, Maimed God
11	Kelemvor	Death, Journeys, Judgement, Mercy	Dead-Sorter, Lord of the Damned, Quiet Guide, Worthweigner
12	Silvanus	Balance, Cycles, Old Age, Wild Places	Oakfather, Three-Faced, Wildmaker, Untamer

## CLERIC ACOLYTE

Level 3 Cleric (Life Domain)

**AC 17** (Splint Armor)

**HP 29** (3d8 + 12)

**Speed** 30 ft.

**Initiative** -1 (9)

**Type** Humanoid

**XP** 200 (PB +2)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	15	+2	+2	<b>DEX</b>	8	-1	-1	<b>CON</b>	14	+2	+2
<b>INT</b>	10	+0	+0	<b>WIS</b>	16	+3	+5	<b>CHA</b>	12	+1	+3

**Skills** Insight +5, Perception +5

**Senses** Passive Perception 15

**Languages** Common

**Challenge** 1 (Defensive), 1 (Offensive)

### TRAITS

**Spell Slots.** The cleric expends spell slots to cast its spells of Level 1 and above, which it recovers on a Long Rest.

**Level 1.**

**Level 2.**

### ACTIONS

**Maul.** *Melee Attack Roll:* +4, reach 5 ft. *Hit 9* (2d6 + 2) Bludgeoning damage.

**Sacred Flame (Cantrip).** A flash; searing light descends.

**DEXTERITY SAVING THROW:** DC 13. One creature the cleric can see within 60 feet. **FAILURE:** 7 (1d8 + 3) Radiant damage.

The target gains no benefit from Half Cover or Three-Quarters cover against this effect.

**Guiding Bolt (Level 1 Spell).** *Ranged Spell Attack:* +5, one target. *Hit:* 14 (4d6) Radiant damage and the next attack against that target has Advantage.

**Hold Person (Level 2 Spell, Concentration).**

**WISDOM SAVING THROW:** DC 13. One Humanoid creature the cleric can see within 60 feet. **FAILURE:** The target has the Paralyzed condition for 1 minute (Save Ends at end of turn).

**Prayer of Healing (Level 2 Spell).** The cleric spends 10 minutes praying over up to five creatures within 60 feet, after which each of them regains 13 (2d8 + 4) hit points and gains the benefits of a Short Rest.

**Preserve Life (2/Short Rest).** The cleric restores up to 15 hit points, divided as it chooses between Bloodied creatures within 30 feet.

This healing can't restore a creature beyond half its hit point maximum.

### BONUS ACTIONS

**Healing Word (Level 1 Spell).** The cleric restores 11 (2d4 + 6) hit points to a creature it can see within 60 feet.

# CLERIC PRESERVER

Level 6 Cleric (Life Domain)

AC 18 (Plate Armor)  
HP 54 (6d8 + 24)  
Speed 30 ft.

Initiative -1 (9)  
Type Humanoid  
XP 1,800 (PB +3)

MOD			SAVE			MOD			SAVE		
STR	15	+2	DEX	8	-1	CON	14	+2	CHA	12	+4
INT	10	+0	WIS	18	+4	S	12	+1	CHA	12	+4

Skills Insight +7, Perception +7

Senses Passive Perception 17

Languages Common

Challenge 3 (Defensive), 6 (Offensive)

## TRAITS

**Blessed Healer.** Whenever the cleric casts a spell that restores hit points to another creature, the cleric regains hit points equal to 2 + the spell's level.

**Spell Slots.** The cleric expends spell slots to cast its spells of Level 1 and above, which it recovers on a Long Rest.

Level 1.

Level 2.

Level 3.

## ACTIONS

**Sacred Flame (Cantrip).** A flash; searing light descends.

**DEXTERITY SAVING THROW:** DC 15. One creature the cleric can see within 60 feet. **FAILURE:** 13 (2d8 + 4) Radiant damage.

The target gains no benefit from Half Cover or Three-Quarters cover against this effect.

**Hold Person (Level 2 Spell, Concentration).**

**WISDOM SAVING THROW:** DC 15. One Humanoid creature the cleric can see within 60 feet. **FAILURE:** The target has the Paralyzed condition for 1 minute (Save Ends at end of turn).

**Prayer of Healing (Level 2 Spell).** The cleric spends 10 minutes praying over up to five creatures within 60 feet, after which each of them regains 13 (2d8 + 4) hit points and gains the benefits of a Short Rest.

**Spirit Guardians (Level 3 Spell, Concentration).** Protective spirits whirl about the cleric. 15-foot Emanation from the cleric. For 1 minute the area counts as difficult terrain for creatures of the cleric's choice.

When a creature enters the Emanation's space, has the emanation enter its space, or starts its turn in the area, the cleric can force it to make a **WISDOM SAVING THROW:** DC 15. **FAILURE:** 13 (3d8) Radiant damage. **SUCCESS:** Half damage.

**Preserve Life (3/Short Rest).** The cleric restores up to 30 hit points, divided as it chooses between Bloodied creatures within 30 feet.

This healing can't restore a creature beyond half its hit point maximum.

## BONUS ACTIONS

**Healing Word (Level 1 Spell).** The cleric restores 12 (2d4 + 7) hit points to a creature it can see within 60 feet.

**Mass Healing Word (Level 3 Spell).** Up to six creatures the cleric can see within 60 feet each regain 14 (2d4 + 9) hit points.

# CLERIC CURATE

Level 12 Cleric (Life Domain)

AC 18 (Plate Armor)  
HP 117 (12d8 + 60)  
Speed 30 ft.

Initiative -1 (9)  
Type Humanoid  
XP 7,200 (PB +4)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	15	+2	+2	DEX	8	-1	-1	CON	16	+3	+3
INT	10	+0	+0	WIS	20	+5	+9	CHA	12	+1	+5

Skills Insight +9, Perception +9

Senses Passive Perception 19

Languages Common

Challenge 7 (Defensive), 15 (Offensive)

## TRAITS

**Blessed Healer.** Whenever the cleric casts a spell that restores hit points to another creature, the cleric regains hit points equal to 2 + the spell's level.

**Spell Slots.** The cleric expends spell slots to cast its spells of Level 1 and above, which it recovers on a Long Rest.

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## ACTIONS

**Sacred Flame (Cantrip).** A flash; searing light descends.

DEXTERITY SAVING THROW: DC 17. One creature the cleric can see within 60 feet. FAILURE: 18 (3d8 + 5) Radiant damage.

The target gains no benefit from Half Cover or Three-Quarters cover against this effect.

**Hold Person (Level 2 Spell, Concentration).**

WISDOM SAVING THROW: DC 17. One Humanoid creature the cleric can see within 60 feet. FAILURE: The target has the Paralyzed condition for 1 minute (Save Ends at end of turn).

**Prayer of Healing (Level 2 Spell).** The cleric spends 10 minutes praying over up to five creatures within 60 feet, after which each of them regains 14 (2d8 + 5) hit points and gains the benefits of a Short Rest.

**Spirit Guardians (Level 3 Spell, Concentration).** Protective spirits whirl about the cleric. 15-foot Emanation from the cleric. For 1 minute the area counts as difficult terrain for creatures of the cleric's choice.

When a creature enters the Emanation's space, has the emanation enter its space, or starts its turn in the area, the cleric can force it to make a WISDOM SAVING THROW: DC 17. FAILURE: 13 (3d8) Radiant damage. SUCCESS: Half damage.

**Guardian of Faith (Level 4 Spell).** The cleric conjures a spectral guardian in an unoccupied space it can see within 30 feet.

Whenever an enemy of the cleric's enters a space within 10 feet of the guardian for the first time on a turn, or starts its turn in the area, it must make a DEXTERITY SAVING THROW: DC 17. Failure. 20 Radiant damage. Success: Half damage.

The guardian disappears after 8 hours, or after it has dealt 60 damage.

**Flame Strike (Level 5 Spell).** A column of heavenly fire crashes to earth. DEXTERITY SAVING THROW: DC 17. Creatures of the cleric's choice in a 40-foot high, 10-foot radius Cylinder centered on a point the cleric can see within 60 feet. FAILURE: 17 (5d6) Fire damage plus 17 (5d6) Radiant damage. SUCCESS: Half damage.

**Harm (Level 6 Spell).** Wounding force floods from the cleric's hands. CONSTITUTION SAVING THROW: DC 17. Failure. 49 (14d6) Necrotic damage. Success. Half damage.

The target's maximum hit points are reduced by an amount equal to the necrotic damage taken.

A creature can't be reduced below 1 hit point by this damage.

**Preserve Life (3/Short Rest).** The cleric restores up to 60 hit points, divided as it chooses between Bloodied creatures within 30 feet.

This healing can't restore a creature beyond half its hit point maximum.

## BONUS ACTIONS

**Healing Word (Level 1 Spell).** The cleric restores 13 (2d4 + 8) hit points to a creature it can see within 60 feet.

**Mass Healing Word (Level 3 Spell).** Up to six creatures the cleric can see within 60 feet each regain 15 (2d4 + 10) hit points.

# CLERIC CURATE

Level 17 Cleric (Life Domain)

AC 18 (Plate Armor)  
HP 182 (17d8 + 102)  
Speed 30 ft.

Initiative -1 (9)  
Type Humanoid  
XP 18,000 (PB +6)

MOD			SAVE			MOD			SAVE		
STR	15	+2	DEX	8	-1	-1	CON	18	+4	+4	CHA
INT	10	+0	WIS	20	+5	+11	CHA	12	+1	+7	

Skills Insight +11, Perception +11  
Senses Passive Perception 21  
Languages Common  
Challenge 17 (Defensive), 17 (Offensive)

## TRAITS

**Blessed Healer.** Whenever the cleric casts a spell that restores hit points to another creature, the cleric regains hit points equal to 2 + the spell's level.

**Spell Slots.** The cleric expends spell slots to cast its spells of Level 1 and above, which it recovers on a Long Rest.

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## ACTIONS

**Sacred Flame (Cantrip).** A flash; searing light descends.

DEXTERITY SAVING THROW: DC 19. One creature the cleric can see within 60 feet. FAILURE: 23 (4d8 + 5) Radiant damage.

The target gains no benefit from Half Cover or Three-Quarters cover against this effect.

**Hold Person (Level 2 Spell, Concentration).**

WISDOM SAVING THROW: DC 19. One Humanoid creature the cleric can see within 60 feet. FAILURE: The target has the Paralyzed condition for 1 minute (Save Ends at end of turn).

**Spirit Guardians (Level 3 Spell, Concentration).** Protective spirits whirl about the cleric. 15-foot Emanation from the cleric. For 1 minute the area counts as difficult terrain for creatures of the cleric's choice.

When a creature enters the Emanation's space, has the emanation enter its space, or starts its turn in the area, the cleric can force it to make a WISDOM SAVING THROW: DC 19. FAILURE: 13 (3d8) Radiant damage. SUCCESS: Half damage.

**Guardian of Faith (Level 4 Spell).** The cleric conjures a spectral guardian in an unoccupied space it can see within 30 feet.

Whenever an enemy of the cleric's enters a space within 10 feet of the guardian for the first time on a turn, or starts its turn in the area, it must make a DEXTERITY SAVING THROW: DC 19. **Failure.** 20 Radiant damage. **Success:** Half damage.

The guardian disappears after 8 hours, or after it has dealt 60 damage.

**Flame Strike (Level 5 Spell).** A column of heavenly fire crashes to earth. DEXTERITY SAVING THROW: DC 19. Creatures of the cleric's choice in a 40-foot high, 10-foot radius Cylinder centered on a point the cleric can see within 60 feet. FAILURE: 17 (5d6) Fire damage plus 17 (5d6) Radiant damage. SUCCESS: Half damage.

**Harm (Level 6 Spell).** Wounding force floods from the cleric's hands. CONSTITUTION SAVING THROW: DC 19. **Failure.** 49 (14d6) Necrotic damage. **Success.** Half damage.

The target's maximum hit points are reduced by an amount equal to the Necrotic damage taken.

A creature can't be reduced below 1 hit point by this damage.

**Regenerate (Level 7 Spell).** The cleric touches a creature, restoring 56 hit points to it.

For the next hour, the target regains 10 hit points at the beginning of each of its turns.

**Antimagic Field (Level 8 Spell, Concentration).** An aura of antimagic radiates from the cleric in a 10 foot emanation for the next hour.

Spells, magic items, and other magical effects can't be used in the area, and can't target or affect anything within the area.

Ongoing magical effects in the area are suppressed, and the field can't be dispelled with Dispel Magic.

**Mass Heal (Level 9 Spell).** The cleric restores 750 hit points, divided as it chooses between creatures within 60 feet.

A Blinded, Deafened, or Poisoned creature healed in this way has each such condition affecting it end.

**Preserve Life (3/Short Rest).** The cleric restores up to 85 hit points, divided as it chooses between Bloodied creatures within 30 feet.

This healing can't restore a creature beyond half its hit point maximum.

## BONUS ACTIONS

**Healing Word (Level 1 Spell).** The cleric restores 16 hit points to a creature it can see within 60 feet.

**Mass Healing Word (Level 3 Spell).** Up to six creatures the cleric can see within 60 feet each regain 18 hit points.

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## ART CREDITS

- Codespell Cleric by Manuel Castañón



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